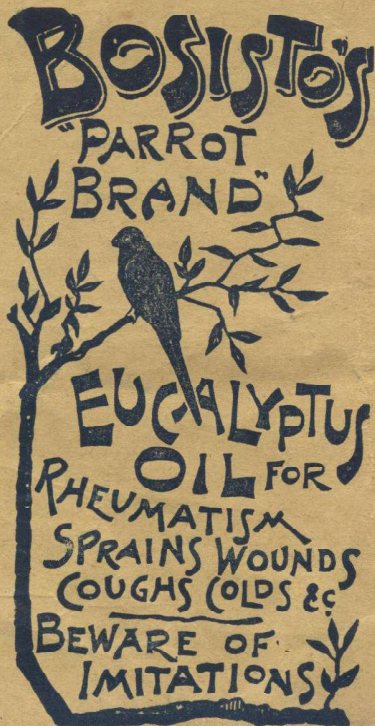


Laws of.....  
**LACROSSE**

And  
**Fixtures**  
for  
**Season 1906**

Published by the  
**MELBOURNE SPORTS DEPOT**  
FREDK. J. DODGE, Proprietor  
55 and 57 ELIZABETH STREET, MELBOURNE

## The Athlete's Embrocation



Be Sure  
and  
Ask for  
"PARROT  
BRAND"

Beware of Crude  
Oils, which may  
do harm rather  
than good.

## THE MELBOURNE SPORTS DEPOT

### The Laws of Lacrosse

#### I.—THE CROSSE

Sec. 1.—The Crosse may be of any length to suit the player, woven with cat-gut, which must not be hagged. (Cat-gut is intended to mean raw h'de. gut, or cloth strings; not cord or soft leather.) The netting must be flat when the ball is not on it. In its widest part the Crosse shall not exceed one foot. A string must be brought through the hole at the side of the tip of the turn to prevent the point of the stick catching an opponents Crosse. A leading string may be used, but must not be fastened so as to overlap the other length strings, neither shall it or any other fixings be fastened so as to form a pocket lower down the stick than to the ends of the length strings. The length strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes.

Sec. 2.—No kind of metal, whatsoever, shall be used upon the Crosse. Splices must be made with either string or cat-gut.

Sec. 3.—Players may change their Crosse during a match.

#### II.—THE BALL

The Ball must be of India-rubber sponge, not less than 8 inches and not more than 8½ inches in circumference. It must weigh not less than 4¼ and not more than 4½ ounces, and it shall be white. In matches the home club shall furnish two or more balls, one of which shall not be used until the commencement of the final quarter.

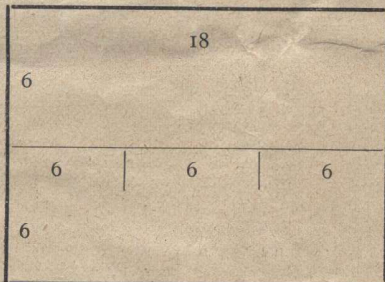
55 and 57 Elizabeth Street, Melbourne

III.—THE GOALS

Each Goal shall consist of two Poles, which must be six feet, and six feet only above the ground, including any top ornaments, and six feet apart. To each pair of goal posts shall be attached a net, extending six feet behind the posts at the ground line, and six feet wide, sloping towards and reaching the top of the posts, and closed in on the sides. The mesh of the net shall be not less than 3/4 in. measurement. The width of the goal posts shall be preserved by a bar across the top of the posts, to which the net shall be fastened. In matches they must be furnished by the Club, on whose ground the match is to be played, and shall be placed so that the playing ground between goals shall be 150 yards in length unless where impracticable.

IV.—THE GOAL CREASE

Sec. 1.—The Goal Crease shall be a ground space, 18ft. x 12ft. made by extending the straight line between the goal posts six feet on each side of the posts, and then describing on each side of the whole line thus produced a rectangle, 18ft. x 6ft., thus:—



And must be clearly defined with white paint or whitewash, or in some such easily distinguishable manner.

Sec. 2.—No attacking player shall stand, nor check the goalkeeper, within the goal crease, except as provided in Rule XIII., Sec. 4.

V.—BOUNDARIES

The width of the playing ground shall be 100 yards, unless otherwise mutually agreed by the captains. Should the ball go out of bounds the referee should call "bounds," and may either have it faced off or thrown in at his discretion. In no case shall it be in play until it touch the ground within bounds. The ball shall remain in play behind the goal if within the boundary.

VI.—THE UMPIRES

Sec. 1.—There must be one umpire at each goal, who must stand behind the posts when the ball is near or nearing the goal. They shall not change ends during a match. Unless otherwise agreed upon by the captains, they must not be members of either Club engaged in a match; nor shall they be changed during a match without the consent of both captains. They must see that the regulations are complied with respecting the goals and goal crease, and in deciding any of these points may consult with the referee. It will also be the duty of the umpires to decide when a goal has been obtained, and the referee may call upon them to decide, with him, a point in dispute.

Sec. 2.—In the event of goal umpire not being able to give a decision whether a goal has been obtained, the matter shall be referred to the referee; and if he also cannot decide, the umpire shall give the benefit of the doubt to the defending side, unless otherwise agreed upon by the captain of that side.

Sec. 3.—No umpire shall, directly or indirectly, be interested in any bet upon the result of the match. No person shall be allowed to speak to the umpires, or in any way to distract their attention, when the ball is near or nearing their goal.

## THE MELBOURNE SPORTS DEPOT

Sec. 4.—No umpire shall be appointed who is objected to by either captain prior to the commencement of a match.

Sec. 5.—The Association may appoint umpires for any match in which it may think fit to do so, and may disqualify any umpire who, in its opinion, shall have knowingly given an unjust decision, and any Club appointing an umpire so disqualified shall be liable to be declared losers of the match for which such appointment was made.

Sec. 6.—The umpire's decision in all matters over which he has control shall be final.

### VII.—THE REFEREE

Sec. 1.—The captains, unless otherwise arranged by the Association, shall select a referee, whose duty it shall be at the commencement of a match to see that all the regulations respecting the Ball, Crosse, spiked soles, playing ground, etc., are complied with, and shall indicate a place as near the centre of the ground as can be arrived at where the ball shall be face-off. The referee shall be on the ground during the match, and shall have power to settle all matters in dispute, and shall enforce strict observance of the Rules hereinbefore and hereinafter contained; but in case a disturbance or an infringement of any of the rules should occur, he may, if he deems the matter of sufficient importance, call in the aid of the captains and the umpires to settle such dispute. Any proposition or facts that any player may wish brought forward must be made through his captain, or one other player by him appointed. The referee shall be bound to give his decision (which shall be in all cases final), and shall not be allowed to express an opinion only. Any side rejecting his decision or refusing to continue the match shall be declared losers. The infliction of penalties shall be within the province of the referee without appeal.

Sec. 2.—No person shall be appointed to act as referee who is directly or indirectly pecuniarily interested in the result of the match.

55 and 57 Elizabeth Street, Melbourne

## THE MELBOURNE SPORTS DEPOT

Sec. 3.—Should the ball enter or pass through the goal after time or "foul" has been called by the timekeeper or referee respectively it shall not count a goal.

Sec. 4.—When the referee has called foul, the ball must not be touched by either party; nor must the players move from the position they happen to be at the moment until the referee has called play.

### VIII.—CAPTAINS

A captain, to superintend the play, may be appointed by each side previous to the commencement of the match. They shall be members of the club by whom they are appointed, but need not be players in a match. When non-playing captains are appointed they shall not carry a Crosse nor appear in uniform, nor shall they in any manner obstruct the play, nor interfere in any way with an opponent during the match. The captains shall be the mouth-pieces of their respective teams in all disputes, and shall report any infringement of these laws, during a match, to the referee.

### IX.—THE TIMEKEEPERS

The captains, unless otherwise arranged by the Association, shall appoint a timekeeper, who shall by bell, gong, or otherwise, punctually give the signal for each cessation of play as provided for by Rule XI., Section 3.

### X.—THE TEAM

Sec. 1.—Twelve players shall constitute a full team. Should it be ascertained at any time during the progress of the game, that either team was playing more men than the number arranged for, such team shall have all goals thrown prior to the ascertainment of same, annulled. At the request of either captain play shall be stopped, and the players called into line for the purpose of counting them. Timekeepers shall make allowance for the time taken in counting the teams.

55 and 57 Elizabeth Street, Melbourne

## THE MELBOURNE SPORTS DEPOT

Sec. 2.—All players shall be bound for the season to the Club they first play with in that season and shall not play with any other without the express consent of the Association or of the captain of the opposing team.

Sec. 3.—The players of each side shall be designated as follows:—

Goal-keeper, who defends the goal; Point, first man out from goal; Cover-point, in front of point; Third Man, Right Defence, Left Defence, Centre, Right Attack, Left Attack, Right Home, Left Home, and Home, nearest opponents' goal (see diagram).

Sec. 4.—No player shall wear spiked soles, and any player attempting to evade this law shall be ruled out of the match.

Sec. 5.—No player shall be allowed to take part in a match if he be not dressed in the uniform of his club, unless with the consent of the opposing captain and the referee.

Sec. 6.—No change of players shall be made after a match has commenced except for reason of an accident or injury, or upon an agreement made between the captains. In the event of any dispute between the captains as to an injured player's fitness to continue the game the matter shall at once be decided by the referee. Either side may commence to play with less than its full number, and may complete its team at any time during the game.

Sec. 7.—In the event of accident or injury during a match, the referee shall at once stop the play, and at the resumption of the game the ball shall be "faced off" at the place where the ball was at the time of accident. The referee shall have the right to direct the removal of the injured player, and, in the event of injury, shall equalise number of players on each side in such manner as he may think fit. Timekeepers shall make allowances for any time lost.

### XI—THE GAME

Sec. 1.—The game shall be started by ball being "faced off" in the centre of the field, after the captains have tossed

55 and 57 Elizabeth Street, Melbourne

6

## THE MELBOURNE SPORTS DEPOT

for choice of goals. When the sides are ready the referee shall call "Play." The players facing shall not be allowed use left-hand Crosse.

Sec. 2.—A match shall be decided by the greatest number of goals obtained by either during the time the captains have agreed upon to play. A goal shall be scored by the ball passing between the posts from the front.

Sec. 3.—The game shall be divided into four quarters, the first two of 25 minutes each, the second two of 20 minutes each (unless otherwise arranged by the captains), with an interval of 10 minutes between second and third quarters, but at quarter and three-quarter time the interval shall only be long enough to change ends. On the resumption of play after such intervals the ball shall be "faced off" in the centre of the ground, as at the commencement of the match.

Sec. 4.—Should the ball be put through either goal by one of the players defending it by whatsoever means it shall be counted goal to the opposite side. Should it be put through by anyone not actually a player, it shall not count.

Sec. 5.—In the event of a goalpost being knocked down during a match, and the ball put through, which would, in the opinion of the umpire, be a goal if the post were standing, it shall count a goal for the attacking side.

Sec. 6.—When a goal has been allowed, the ball shall be "faced-off" in the centre as at the commencement of the match.

Sec. 7.—The goalkeeper while defending the goal within the goal crease, although not allowed to catch and throw with his hand, may put away with his hands or feet or block the ball in any manner with his crosse or body.

Sec. 8.—Any player is out of play if he drop his Crosse during the game, must not touch the ball or impede an opponent in any way until he recover his Crosse. Should he do so the referee may call "Foul."

Sec. 9.—In the event of a match being interrupted by darkness, bad weather, or any circumstance whereby the captains and referee think it inadvisable to continue playing, such match shall be referred to the Association.

55 and 57 Elizabeth Street, Melbourne

7

Sec. 10.—Should the ball lodge in any place inaccessible to the Crosse, it shall be taken out by the hand and "faced-off" at the direction of the referee.

Sec. 11.—When the ball is being "faced off" no one shall be allowed to stand closer than five yards from, or interfere with, the players facing until the ball is out of the crosses.

**XII.—FOULS**

Sec. 1.—The ball shall not be touched with the hand save in cases of Rule XI., Secs. 7 and 10.

Sec. 2.—No player shall hit wildly with his Crosse, or throw it at an opponent, or at the ball, under any circumstances.

Sec. 3.—Should the ball catch in the netting, the Crosse, must immediately be struck on the ground and the ball dislodged.

Sec. 4.—Attacking player shall not stand, nor check the goal-keeper within the goal crease, until the ball is within the bounds of the said crease. A player while thus trespassing shall be out of play, and no goal shall count if obtained while he is out of play.

Sec. 5.—No player shall charge into, shoulder, interfere in any way with another who is in pursuit of an opponent. This does not prevent the use of the "body-check" (as strictly defined hereafter), nor the pushing of an opponent with the shoulder in ground scuffles.

Sec. 6.—No player shall grasp an opponent's Crosse, with his hand, hold it with his arm, or Crosse, or between his legs, or under his feet.

Sec. 7.—As amended by Inter-State Conference. No player shall hold an opponent's crosse, nor push him with crosse in hand nor run in front of him, nor interfere in any way to keep him from the ball until the other player reaches it, nor shall he check the crosse of an opponent who is not actually in possession, or immediately about to take possession of the ball.

Sec. 8.—Kicking the ball, under any circumstances, with the leg or the foot, is foul play (except in the case Rule XI., Sec. 7); but this shall not prevent a player stopping the progress of the ball in this manner.

Sec. 9.—The ball is dead when the referee calls "Foul," and no player shall move until the referee calls "Play."

**XIII.—ROUGH PLAY**

Sec. 1.—No player with his Crosse or otherwise shall hold, strike, or trip an opponent, nor wrestle with the legs entwined.

Sec. 2.—No player shall deliberately, with his Crosse or otherwise, strike another, under any circumstances, and any player considering himself purposely injured during play, must report through his captain, or one other player by him appointed, to the referee.

Sec. 3.—The check commonly known as the "square" or "cross" check, which consists of one player charging into another with both hands on the Crosse, so as to make the stick meet the body of his opponent, is strictly forbidden.

Sec. 4.—A player shall not deliberately kneel, lie down, or drop in front of an opponent who is in motion.

**XIV.—PENALTIES**

Sec. 1.—For breaches of Law XII., Sec. 1 to 8, a "face-off" or "free position" may be given at the place where the foul occurred; yet not nearer either goal post than 10 yards, unless the foul be made by the defending side. In the event of persistent fouling, the referee may, after cautioning, request the captain to remove the offending player or players, and compel the side to finish the match short-handed.

Sec. 2.—For rough play, Rule XIII., 1, 2, 3, 4, the referee shall caution any player, or may disqualify him, either until a goal has been obtained, or for the remainder of the match, or may award "free position" at his discretion.

Sec. 3.—Claiming fouls on trivial grounds, as when in the opinion of the referee no foul was intended, cannot be tolerated, and the referee shall first caution a player so offending, and, if persisted in, shall disqualify him until a goal has been obtained by either side. Should the captain non-playing, so offend, the same penalty shall be inflicted upon him as though he were a player.

Sec. 4.—The referee shall be bound in all cases to inflict one or other of these penalties when appealed to, should he consider the rules to have been transgressed.

Sec. 5.—Any player disputing the decision of the referee or umpire during a match, or for otherwise misconducting himself may be ordered off the field by the referee without caution.

**XV.—USING UNGENTLEMANLY LANGUAGE**

Any player making use profane or ungentlemanly language during the match shall be cautioned by the referee for the first offence, and if repeated, shall be compelled to leave the field, and his team play short-handed. The referee must endorse this rule.

**XVI.—DISPUTES NOT PROVIDED FOR**

In the event of any dispute arising not provided for in these rules the referee shall, at the time and place of the occurrence of such dispute, decide thereon. Either of the parties to the dispute considering such decision not in accordance with the facts of the case, may, however, appeal by handing to the secretary of the Association within at least 7 days from the occurrence of such dispute, a written document setting forth the nature of the dispute, and all particulars thereto appertaining. The Association shall, at the first meeting after receipt of such document, or at any subsequent meeting, as they may decide, proceed, to adjudicate thereon.

**DEFINITIONS OF TERMS**

Face-off.—The ball is placed upon the ground between the Crosse of two opponents each of whom shall have his left side towards the goal he is attacking. They shall not move until "Play" is called, when the ball shall be drawn clear.

Tripping is the use of the legs, or Crosse, to throw an opponent.

Body-Check is the placing of one's body in the way of an approaching opponent, so that the latter is simply impeded. No checker shall use force in the body check.

Charging or shouldering implies motion and unnecessary force in checking, and is forbidden, because the object should be to play the ball, and not the man.

Free Position.—The player awarded "Free Position" shall be placed in such position of advantage as in the opinion of the referee he has been robbed of, and all other players shall remain in the position in which they happen to be at the moment, excepting it be the goalkeeper, who may resume his place in goal. The player awarded free position shall then take ball on his Crosse in front of him, and at the signal from the referee the game shall proceed. In the event of the goalkeeper being guilty of a breach of the rules, by which an opponent obtains a free position, he (the goalkeeper) shall not be allowed to resume his position in goal.

